RoadKill™

INSTRUCTION MANUAL

MATURE 17+

M

CONTENT RATED BY ESRB

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

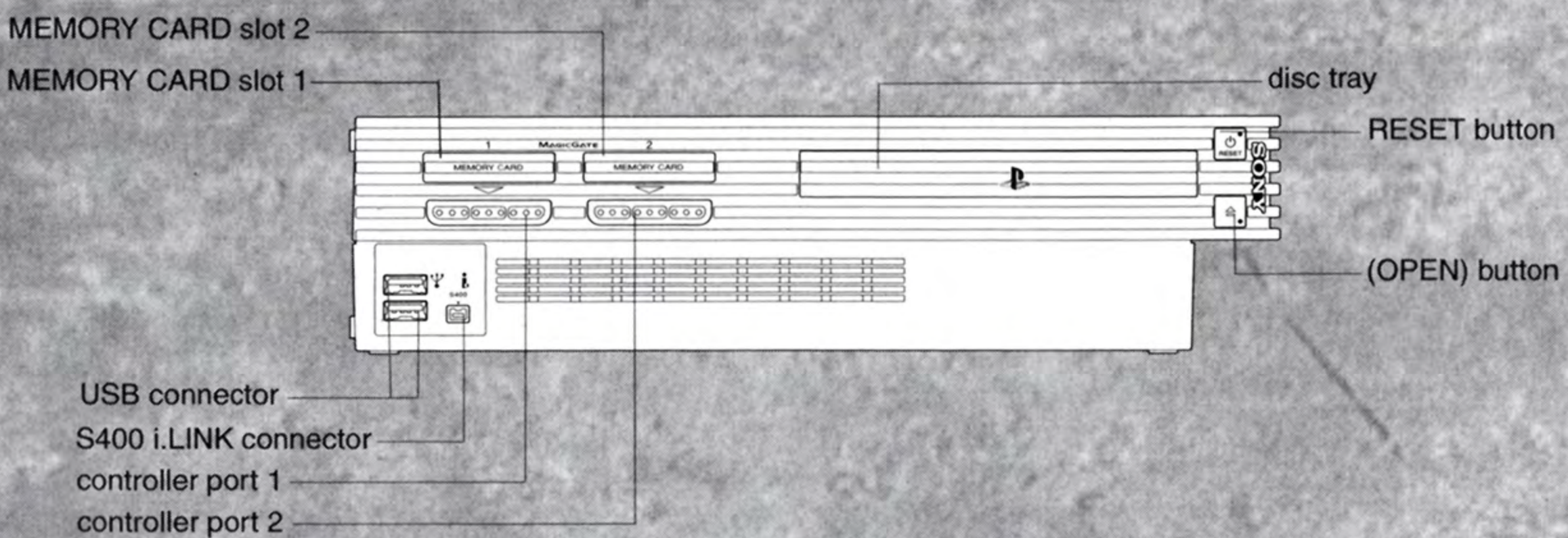
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started 2
Starting Up 3
Default Controls 4
The RoadKill Story 5
Main Menu 6
Multiplayer Deathmatch 7
Game Options 8
The HUD ..... 9 - 10
Ingame Options Menu ..... 11 - 12
Buildings 13
Shop Upgrades ..... 14 - 15
Pick-Ups ..... 16 - 17
Weapons ..... 18 - 19
The Characters 20
The Gangs 21
RoadKill Vehicles ..... 22 - 24
Mini Games 25
Credits ..... 26 - 31
Warranty 33

GETTING STARTED

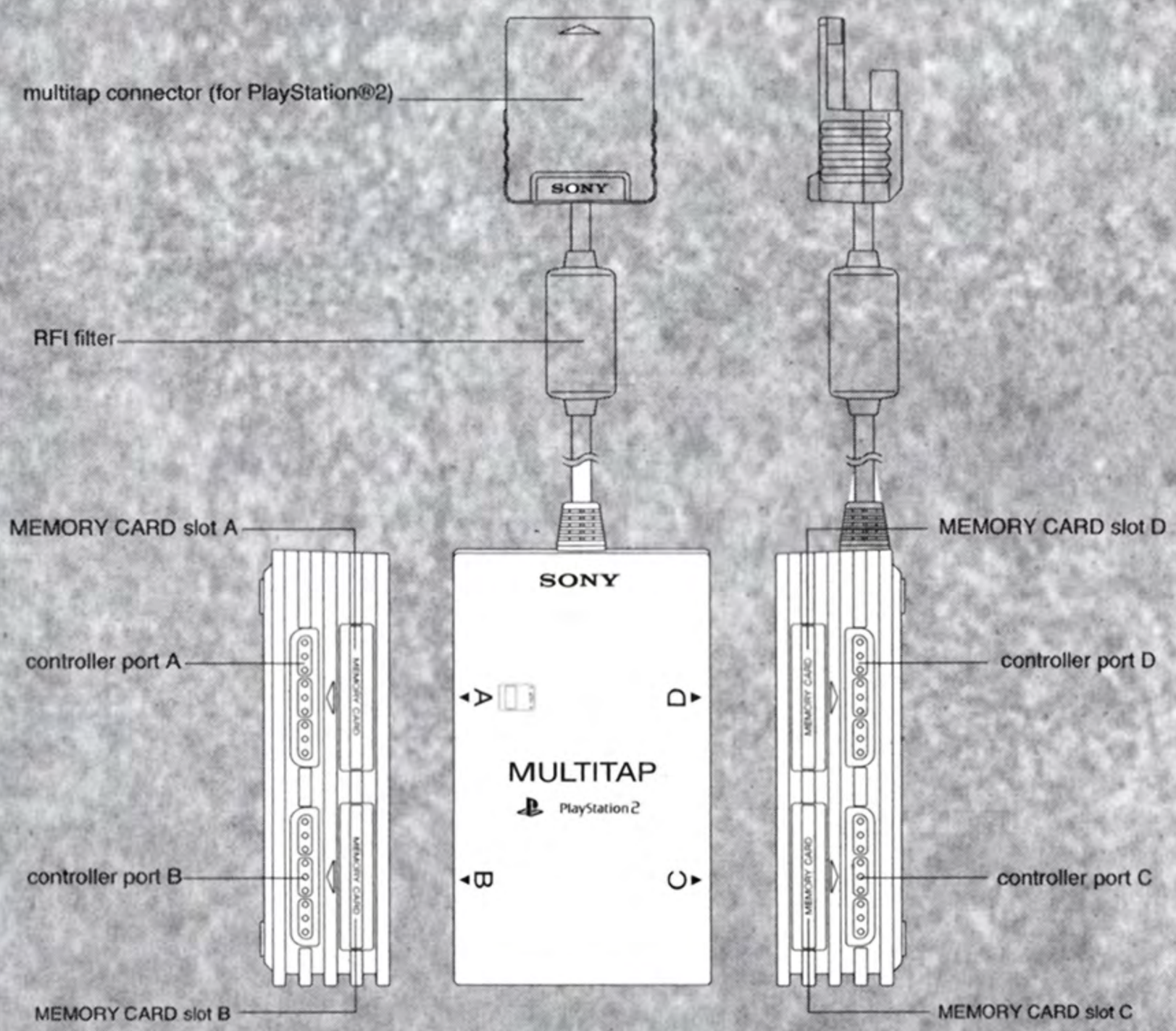


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the RoadKill™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MULTITAP COMPATIBLE

RoadKill supports up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap.

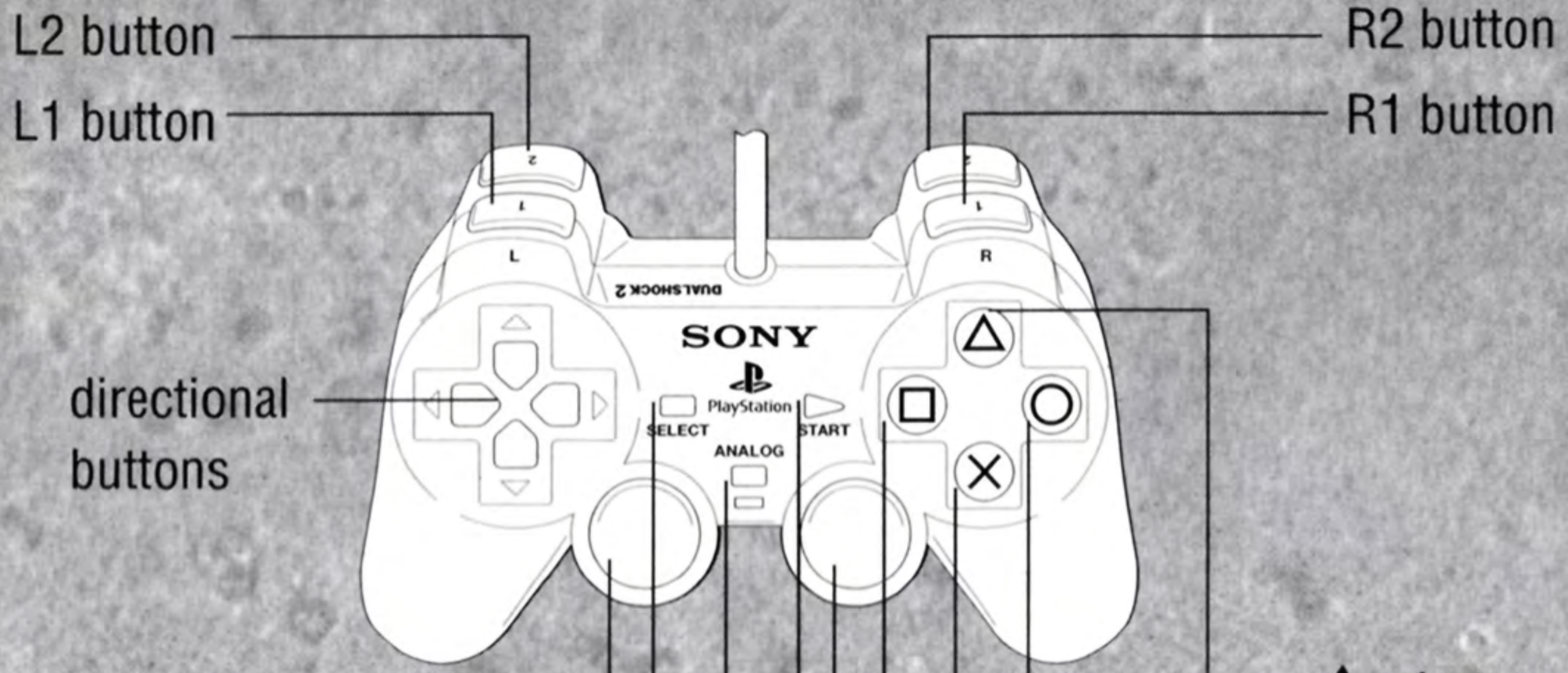
multitap (for PlayStation®2)



Starting Up

RoadKill does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

DUALSHOCK®2 analog controller



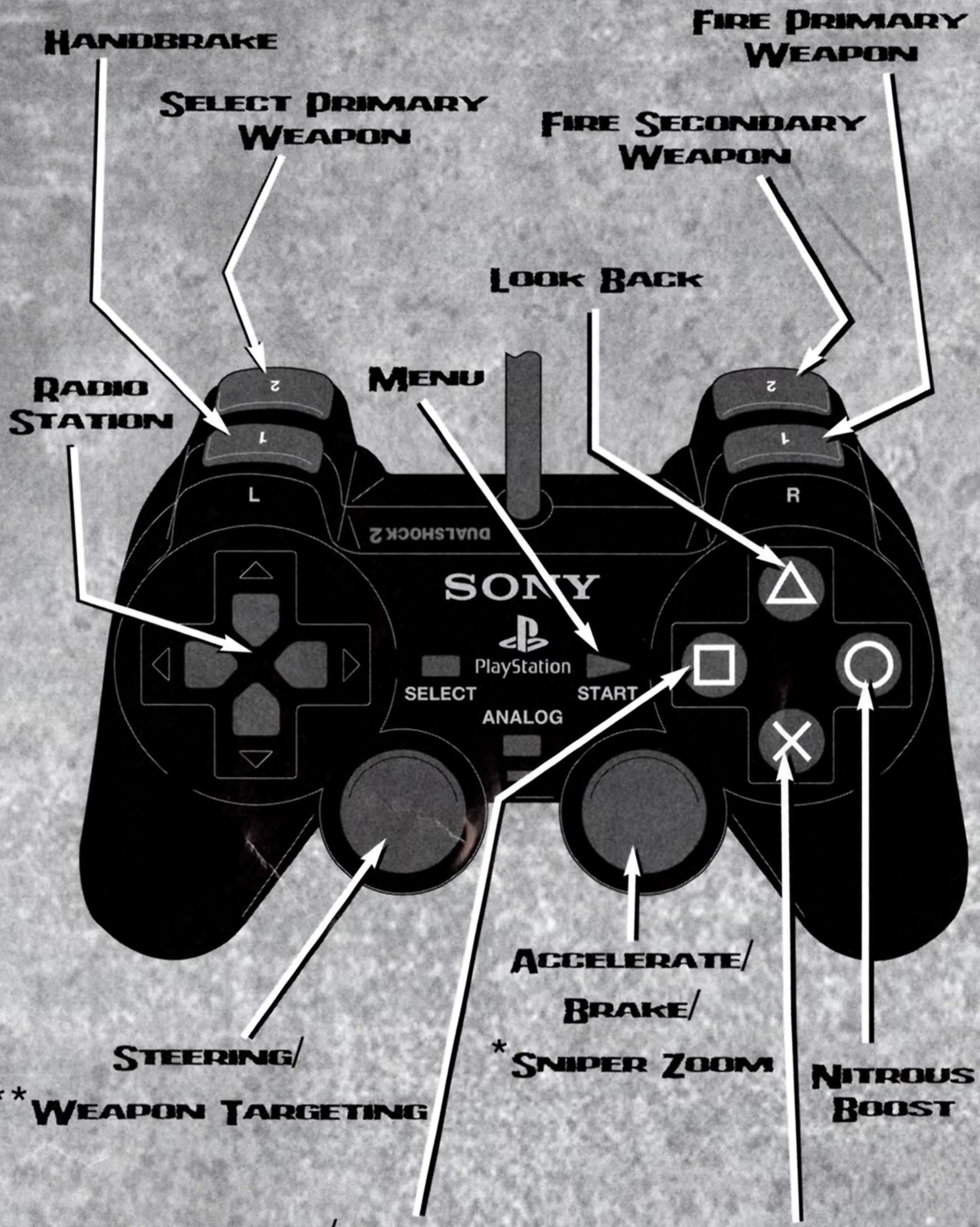
Menu/Sub-Menu Navigation

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ⊗ button. To go back to the previous menu and/or cancel the previous selection, press the △ button.

Quitting a Game in Progress

To quit a game in progress, press the START button during the game. The Pause Options Screen will appear. Select **Load**, then select **Exit Game**. Confirm by selecting **Yes**. You'll then return to the Main Menu.

Default Controls



*When Using the Sniper Rifle

**When Using the Turret

The RoadKill Story

The world is chaos. A plague known as "The Rot" has killed off most of the population leaving the rest to die at the hands of savage gangs. Your name is Mason Strong, one of the few survivors. A drifter all your life, working odd jobs here and there, taxi driver, used car salesman, bouncer, demolition derby driver, and even a short-lived tour in the military, you find yourself in a world gone mad, a world without laws, where gangs engage in open warfare on the streets.

With no kin and no place to go, you've been muscling for local gangs as a strong-arm, working your way up through the ranks, surviving as best you can in the new world. You soon find yourself in the good graces of a powerful gang called the "Sentinels" and find a position as the right-hand-man to the overlord known as Axl - a man bent on crushing all other gangs and taking Paradise City for himself.

The good times end quickly as you question Axl's motivations - signing your own death warrant. Left for dead in Python Canyon, your existence nearly forgotten, and after years in seclusion, you set your eyes upon Paradise City and its draconian ruler.

The Cities

Lava Falls

Built on the foundation of a now dormant volcano, Lava Falls remained pretty much intact in the years following the Rot. Once the entertainment mecca of Hell County, Lava Falls has fallen under the twisted and dysfunctional rule of the psychotic Uncle Woody.

Blister Canyon

They say disasters strike in 3's. That is no truer than when people talk about Blister Canyon. Once a thriving industrial city, Blister Canyon has seen its fair share of hard times. The first disaster struck in 77' with the total collapse of the B.C.C.M (Blister Canyon Coal Mine) putting an end to Porky Power energy plant. Next was the collapse of the Blister Canyon Dam. Flooding destroyed over half the city and the bridge to Paradise City. Last was the Rot. Those who survived wonder if the lucky ones were the ones that died.

Paradise City

Aptly named, this city of the future was a far cry from the likes of early settlements like Blister Canyon and Lava Falls. Paradise City was the blue print that all other cities would follow. Suspended in time, near the peak of its greatness, the Sentinels and South League fight for the ultimate prize – control of Paradise City.

Main Menu

RoadKill's Main Menu displays the Single Player and Multiplayer options you'll select from, based on the number of players.

Single Player

What happens in Single Player mode? Read "The RoadKill Story" on page 5 to get an idea of what you're up against. A series of missions, side missions and many battles await you in RoadKill's Single Player option.

Multiplayer

Select this option to display the Controllers Screen. You can challenge up to 4 players in the Deathmatch arenas and experience multiplayer only weapons like Invisibility, Fire Power, Quad Damage, etc. There are 11 Deathmatch arenas (see **Deathmatch**, next page).

At the Multiplayer Controller Screen, up to four connected controllers will be detected, so depending on how many players are playing, make sure "Press START button to Join" is displayed for all connected controllers.

Once all controllers are connected and players have pressed the START button, you'll go to the Multiplayer Car Select Screen.

At the Multiplayer Car Select Screen, press the directional button ← or → to cycle the available cars. As you cycle the cars, each car's **Top Speed**, **Health** and **Acceleration** characteristics are displayed. Press the ⊗ button to select a car.

After selecting the car, three options are displayed: **Controls**, **Inverted**, **Vibraton** and **Handicap** (see **Game Options**, pg. 8).

After selecting a car, view each of the 11 Deathmatch arenas by pressing the directional button ← or →. When you've found the arena you want, press the ⊗ button to choose it and start your multiplayer game.

DEATHMATCH

Deathmatch games allow between 2-4 players. After you press the START button to join the game, you have the option to choose between a number of vehicles and to set your control scheme before the match begins.

KILL LIMIT

This option determines how many kills you must gain before the deathmatch round ends.

POWER-UPS

This option turns off or turns on all power-ups during the deathmatch game.

DEATHMATCH POWER UPS

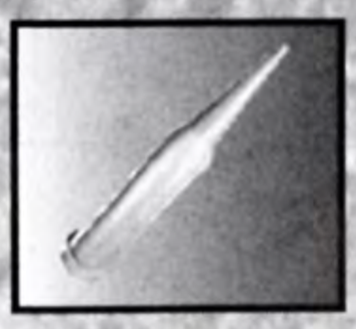
In deathmatch, you can pick-up power-ups to enhance your vehicles weapons and armor. These power-ups are not available during the single player game.

FIRE POWER

With this power-up your weapon damage is doubled.

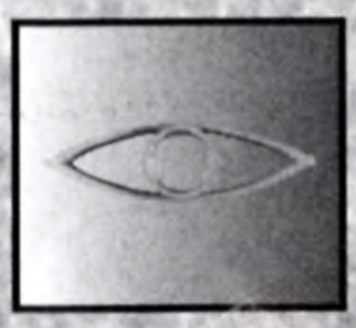
FIRE SPEED

This power-up doubles the weapon fire rate for all your weapons.



INVISIBILITY

With this power-up you become virtually invisible to all other players.

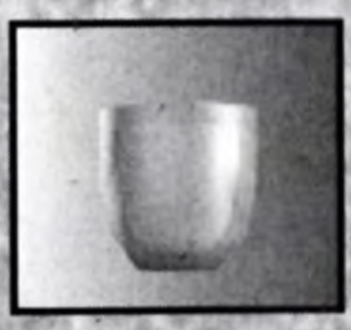


WINGMAN

This power-up adds a wingman to your turret gun.

ARMOR

This power-up deflects 75% of all damage inflicted against your vehicle.



Game Options

The Game Options Menu is available within the In-Game Options Menu (pgs. 11-12). During a game, press the START button to access and modify the options the way you want.

To change options, press the directional button ⬆ or ⬇ to highlight an option, then press the directional button ⬅ or ➡ to adjust or toggle the options.

Radio Volume

Raise or lower the volume of the in-car radio.

Sound Effects

This option increases or decreases the sound of all sound effects.

Brightness

Each television or monitor is different, so adjust the brightness until you think it looks better.

Controller

Other than the **Default** controller configuration (pg. 4), you have three alternate controller configurations to choose from:

Two Finger - The handbrake button and primary weapon button are on the same side (R1 button and R2 button). You must use two fingers to fire your weapon and to use your handbrake at the same time.

Bad Ass - The handbrake button is the L1 button, and the fire weapon button is the L2 button.

All Thumbs - Use both analog sticks for steering and for gas/brake, so you don't have to take your thumbs off the analog sticks.

Inverted

Once you've selected a controller configuration, you can select **Yes** to invert it, or select **No** to leave the configuration as is.

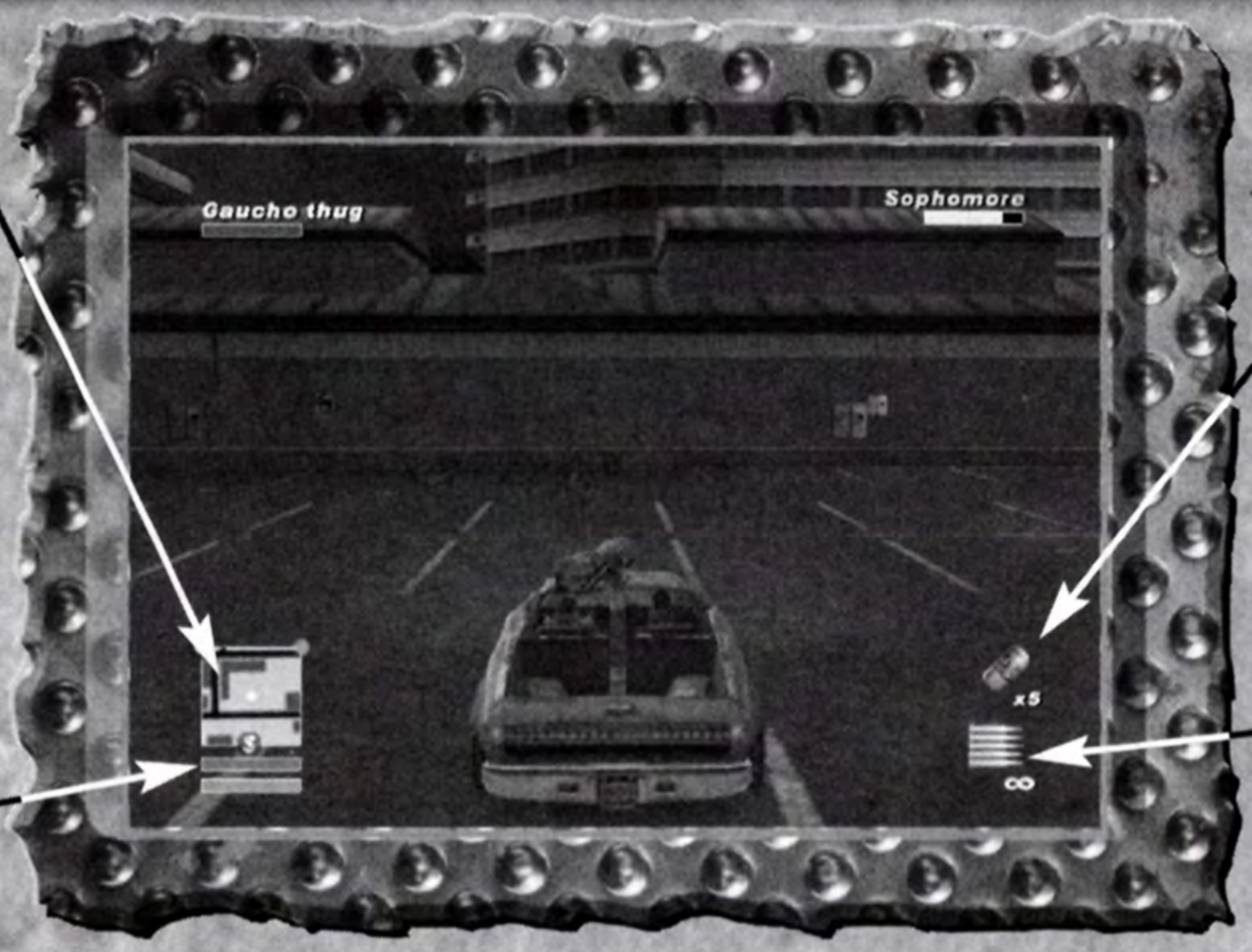
Vibration

Turn the controller's vibration feature on by selecting **Yes**, or select **No** to turn it off.

Handicap (Mulitplayer Only)

Set a number between **0** and **-10** to set a **Handicap**. The number you choose will be the number of additional Kills you'll need to win the game.

The HUD



The Heads Up Display (HUD) displays information you'll need to get around in RoadKill. Review the following information to get familiar with the HUD:

The Map

The Map displays the map of the city, as well as the destinations you'll be visiting as you play. Letters are displayed to signify a particular destination. When prompted, a letter or icon will blink to let you know where to go.

For example, G = **Garage**, M = **Mission** and other image icons signify Side Missions (See **Mini Games** & **Side Missions**, pg. 25).

Car Health Meter

The Car Health Meter is displayed below the Map. As your car takes damage, the meter will diminish. Keep an eye on this meter, and search for a Health Icon when it starts to look depleted. The color of the meter will change as you purchase armor upgrades in the shop.

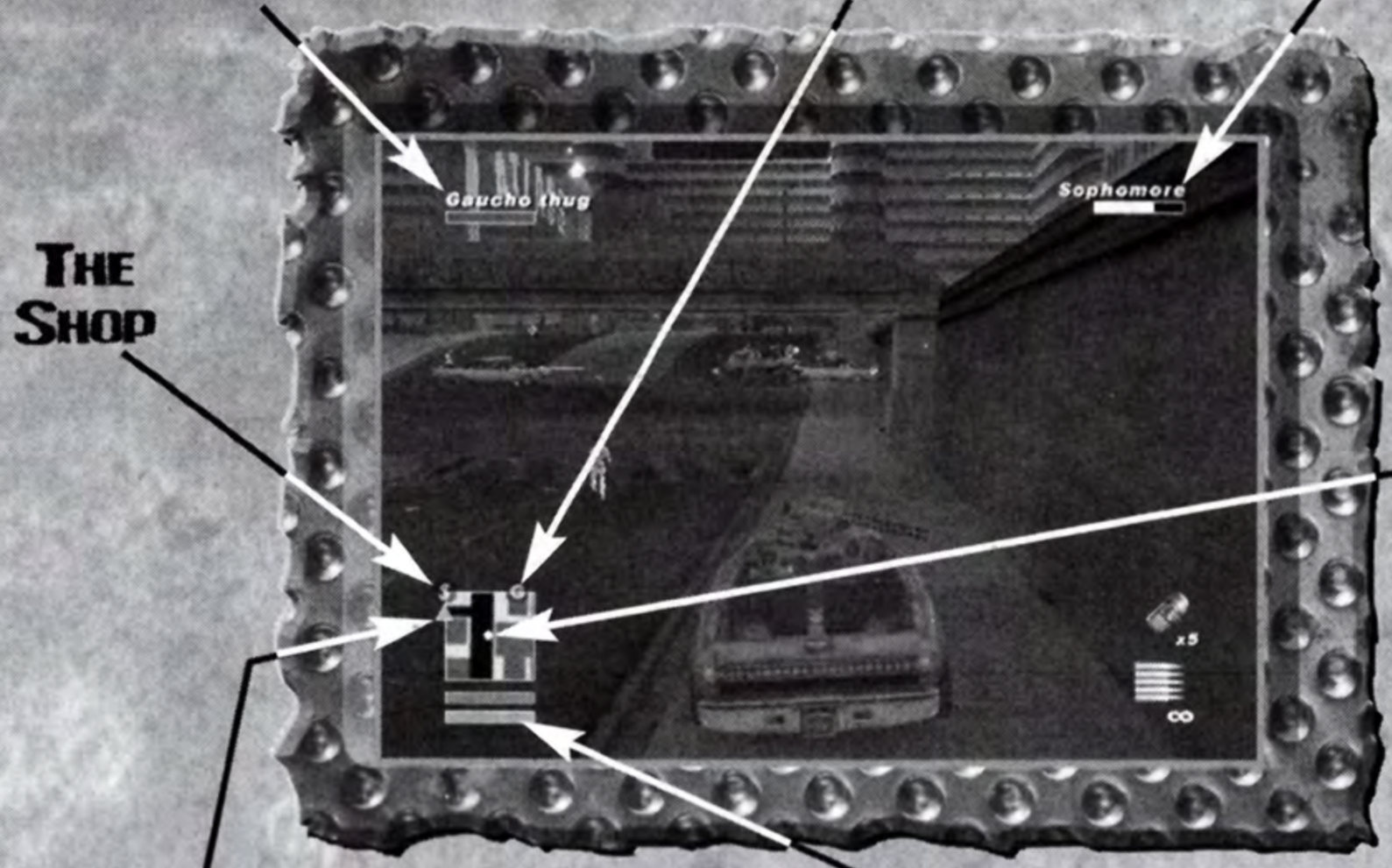
Primary Weapon

The L2 button toggles your available weapons. As you toggle the weapons, the icon will change to let you know which weapon is active.

Secondary Weapon

Your available Secondary Weapon is displayed above your Primary Weapon.

The HUD



Nitrous Meter

The Nitrous Meter diminishes as you use your supply of Nitrous. It will only show up once it's been acquired.

Objective

When you're on a mission, text will display the enemy's name and health.

Reputation

As you destroy other cars, kill rival gang members and pedestrians, you gain experience that increases your reputation throughout the land. As your reputation increases, you will start to gain a loyal following of people who will become part of your own gang. Your built up gang will protect your home turf and fight off any surrounding enemies.

Shop Icon - $

Displays the location of The Shop.

Garage Icon - G

Displays the location of the Garage

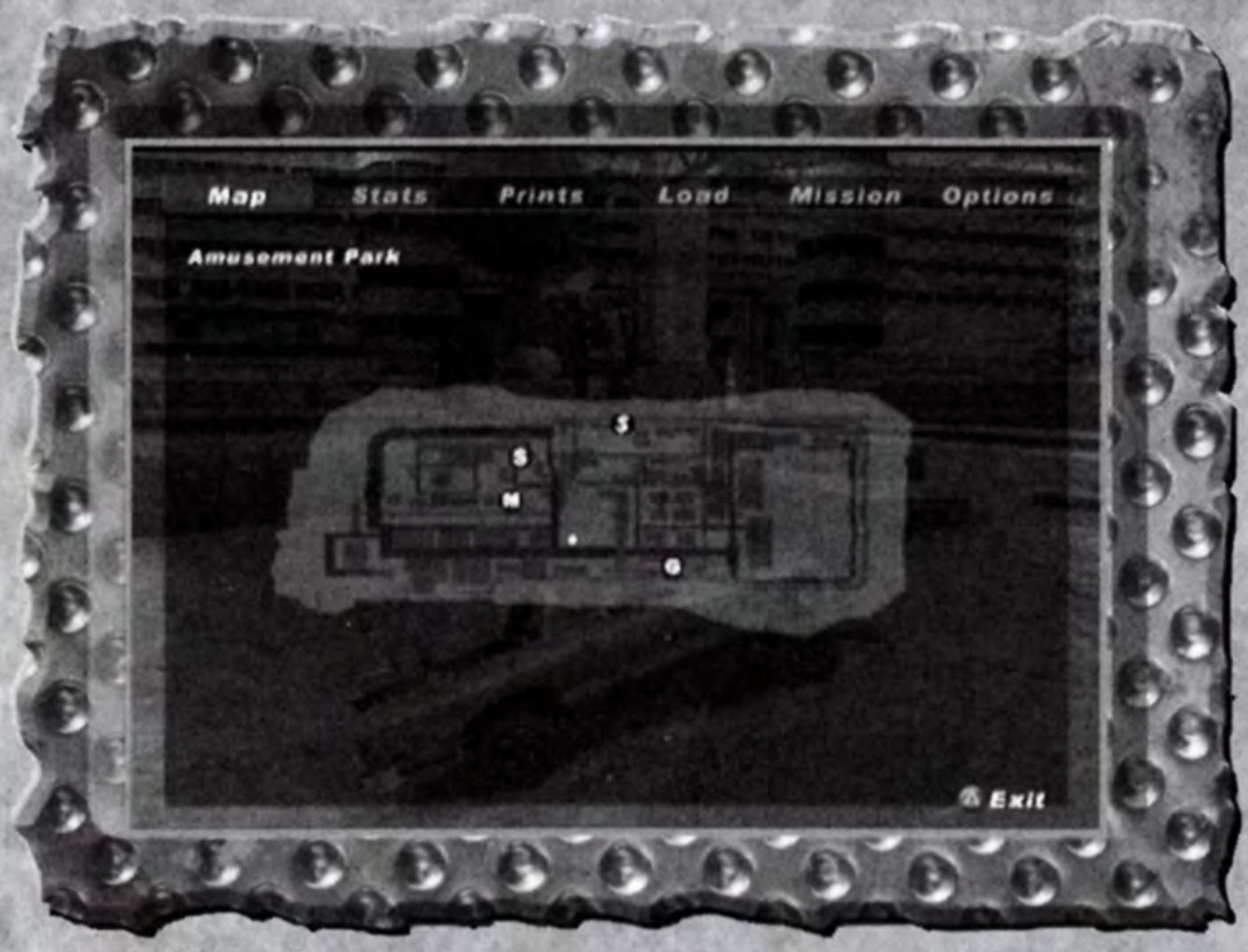
Enemy Location

A red dot signifies the location of your enemy.

Your Location

A white dot in the center of the map signifies your location.

In-game Options Menu



During the game, press the START button to view the In-game Options Menu. Press the directional button ⬅ or ➡ to select a menu item, then press the directional button ⬆ or ⬇ to highlight options (if available).

The menu displays the following options:

Map

Sometimes you may find it necessary to see a bigger picture of the city, so this map will help you find places if you're a bit lost. Letters or icons represent the destinations you'll be frequenting.

Stats

The Stats display is a good way to examine how well you're doing in your missions and overall game progress. A multitude of stats slowly scroll upward, so sit back and take some time to study your stats.

Prints

As you're driving through the cities, you'll find Blueprints of cars and weapons. As you collect these blueprints, you'll be able to work toward building the weapons and cars hidden throughout the game. This option allows you to see how many parts of each Blueprint you have found in the game (see **Scavenger Hunt**, pg. 16).

LOAD

RoadKill lets you save accumulated game data to your memory card (8MB) (for PlayStation®2). Your most recently saved game will automatically be loaded each time you start your console, as long as your memory card is inserted in MEMORY CARD slot 1, or if you're using a multitap (for PlayStation®2) then, MEMORY CARD slot 1-A. See diagram on pg. 2. Highlight an option, then press the ⊗ button to make a selection.

LOAD GAME

If you have saved games on your memory card, you can select this option to access a memory card. After selecting the memory card, your saved game will be displayed. Highlight the game and press the ⊗ button to load the game.

DELETE GAME

Access the memory card and delete any saved games.

NEW GAME

At anytime, you can start a new RoadKill game by selecting this option. You'll leave your current game and start a new game from the beginning.

EXIT GAME

Select this option to leave your current game.

SUICIDE

Can't take it anymore? Go ahead and end it all, wimp!

MISSION

If you've forgotten your current Mission, select this option to get a briefing and refresh your memory.

OPTIONS

See **GAME OPTIONS**, pg. 8.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play. Do not add or remove a memory card while saving is in progress.

BUILDINGS

THE GARAGE

Use the Garage to switch available vehicles and to save your game progress. After entering the Garage, the Switch Vehicle option will be displayed. Press the directional button ⬆ or ⬇ to cycle through available vehicles.

SAVE GAME

Press the ◉ button to access available memory cards. Select the memory card you want to use, then press the ⊗ button. Select an empty slot, then press the ⊗ button again to save your current game progress.

NOTE: You cannot save a game during a mission.

THE SHOP

Use the shop to spend your cash to upgrade your vehicle. Each level (**LAVA FALLS**, **BUSTER CANYON** and **PARADISE CITY**) has a different set of upgrades for you to purchase.

While in the Shop, press the directional button ⬆ or ⬇ to highlight an item, then press the ⊗ button to purchase. The money you have to spend is displayed at the top right of the screen.

See **SHOP UPGRADES**, pgs. 14-15, for details on the items available in the Shop.

Shop Upgrades

Once you have earned enough cash by picking up salvage parts, you can travel to the Shop to purchase upgrades for your vehicles (see **The Shop**, previous page).

Once an upgrade has been purchased from the shop it is permanent and carries over to any vehicle that you drive.

Nitrous Tank adds a nitrous tank to your vehicle with an initial capacity of one shot of nitrous.

Nitrous Capacity I increases the capacity of your nitrous tank allowing two shots of nitrous.

Nitrous Capacity II increases the capacity of your nitrous tank allowing three shots of nitrous.

Nitrous Capacity III increases the capacity of your nitrous tank allowing four shots of nitrous.

Nitrous Recharge I slowly recharges your nitrous tanks once they are empty by one tank every 60 seconds.

Nitrous Recharge II slowly recharges your nitrous tanks once they are empty by one tank every 30 seconds.

Armor I allows your vehicle to withstand 25% more damage.

Armor II allows your vehicle to withstand 50% more damage.

Armor III allows your vehicle to withstand 75% more damage.

Ammunition I increases the amount of ammunition you obtain from weapon pickups by 50%.

Ammunition II increases the amount of ammunition you obtain from weapon pickups by 100%.

Ammunition III increases the amount of ammunition you obtain from weapon pickups by 150%.

Shop Upgrades

Top Speed I increases your vehicle's top speed by 5%.

Top Speed II increases your vehicle's top speed by 10%.

Top Speed III increases your vehicle's top speed by 15%.

Acceleration I increases the rate of acceleration for your vehicle by 10%.

Acceleration II increases the rate of acceleration for your vehicle by 20%.

Acceleration III increases the rate of acceleration for your vehicle by 30%.

Nitrous Power I increases the acceleration of your vehicle when using nitrous by 25%.

Nitrous Power II increases the acceleration of your vehicle when using nitrous by 50%.

Nitrous Power III increases the acceleration of your vehicle when using nitrous by 75%.

Nitrous Duration I increases the amount of time your nitrous thrust stays active by 1 second.

Nitrous Duration II increases the amount of time your nitrous thrust stays active by 2 seconds.

Air Brake allows your vehicle to slow down in midair when the brake is applied.

Flight Control lets you control the pitch, roll and yaw of your vehicle while in midair. Holding down the handbrake increases the rate of rotation.

Super Brakes allows you to stop on a dime when in midair to help land on tight spots.

Salvage Magnet causes your vehicle to become magnetized, attracting all salvage parts to your vehicle.

Health

The Wrench icon refills your health bar.

Nitrous

The nitrous icon refills your nitrous tanks.

Peace Sign

Picking up peace signs reduces your "RIOT" level.

Scavenger Hunt

As you explore "The World of RoadKill", you will discover hidden blueprints and hidden crates. By picking up these objects, you can unlock new vehicles and new weapons. When a new vehicle is unlocked, it will appear in the list of vehicles available in your garage. When you unlock a new weapon, a pickup icon for that weapon will appear near your garage.

Blue Print

Each vehicle or weapon scavenger hunt has a blueprint associated with it that must be discovered along with the crates.

Vehicle Crate

Each vehicle blueprint has four vehicle crates associated with it that must be found to complete the vehicle.

Weapon Crate

Each weapon blueprint has four weapon crates associated with it that must be found.

Salvage Parts

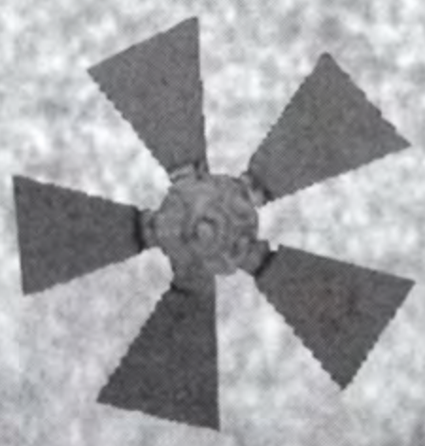
Destroy other vehicles to collect salvage parts. By collecting salvage parts you earn money that can be used to purchase vehicle upgrades in the Shop (see pg. 13). Also, keep an eye out for green glowing parts that were left behind during battles you didn't take part in.

Note: As you progress through the game, salvage parts will become worth more money as you travel to new cities.

Muffler

Engine Block

Radiator Fan



Weapons

There are two types of weapons in RoadKill, **Primary Weapons** and **Secondary Weapons**. Primary weapons are offensive, and fire from the front of your vehicle. Secondary Weapons are defensive and usually drop from the rear of your car.

Primary Weapons

Machinegun

A standard machinegun mounted on all vehicles with unlimited ammunition.

Mini Gun

An upgrade to the standard machine gun, this weapon has a very high rate of fire and is optimal for medium to long-range targets.

Twister Rocket

Fires a single dumbfire rocket that twists towards the target and explodes for a high amount of damage. It's most effective against medium to long-range targets.

Scatter Gun

This is a short-range weapon with a wide cone of fire that is optimal for close quarters fighting.

Cluster Rocket

Fires up to ten dumbfire rockets against a target and is most effective against medium-range targets.

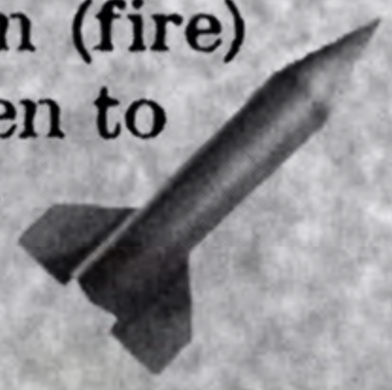
Bolt Gun

Fires a bolt of electricity that arcs toward multiple targets within a short range. Pedestrians nearby are electrocuted on the spot while vehicles take damage.

BGM

When fired, your view switches to a camera mounted within the nose of the rocket allowing you to guide the rocket toward a target. It has a limited amount of fuel and explodes on contact.

Homing Rocket



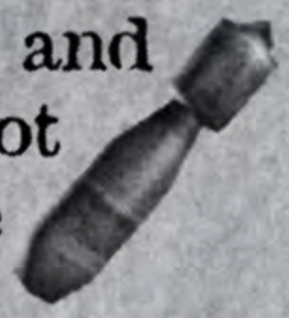
To fire this weapon, hold down the R1 button (fire) until the targeting reticule changes from green to red – indicating "a Lock". Release the button to fire and track the target.

SNIPER RIFLE

This high-powered rifle can take out pedestrians, enemy drivers and wingmen from great distances. When in use, your vehicle comes to a complete stop, and your view switches to the sniper scope. To zoom in and out with the scope use the ⊗ button and ▣ button or the right analog stick. Press the L2 button (primary weapon) to leave sniper view.

AIR STRIKE

When in use, a targeting ring appears on the ground ahead of your vehicle. Line up the rings with another vehicle and press the R1 button (fire) to lock onto the target. If not on a vehicle, you can also lock onto the ground. Once a target vehicle has been locked on, it can escape an air strike by taking cover under a building.



SECONDARY WEAPONS

BOMB

This bomb drops from underneath the vehicle and explodes when another vehicle comes within range or when a short fuse runs out.

GRENADE

Similar to the grenade fired from the turret gun, this weapon scatters a number of grenades behind your vehicle that explode a few seconds later.

LASER TRIP MINE

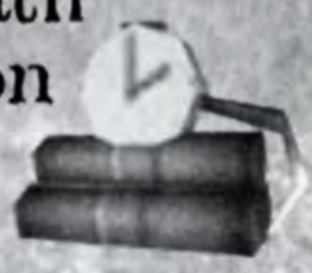
When dropped from your vehicle, two lasers act as trip mechanisms to detonate the mine.

CONCUSSION MINE

This mine explodes with a shockwave that can throw any pedestrian or car backwards.

DET MINE

Press the R2 button (fire) to drop it from beneath your vehicle. Once dropped, press the R2 button again to set off the weapon.



EMP

Hold down the R1 Button (fire) to charge up the EMP. Release the R1 Button (fire) to emit a blue engergy wave in a radius around yoru vehicle. This will stun and diable all vehciles in the immediate area for 5 seconds.

The Characters

Mason
The Hero

Spike
Mason's Sidekick

Cabe
Daredevil Thug

Uncle Woody
Leader of the Daredevils

Gunny
Section Eight Sergeant

General Warwick
Leader of the Section Eights

Grim
Leader of the Talons

Coach Knox
Leader of the South League

Sage
Leader of the Dreg Lords

THE GANGS

DAREDEVILS

Leader . . . . . .Uncle Woody
Rival Gang . . . .Gauchos
Turf . . . . . .Uncle Woody's Theme Park
Vehicles . . . . . .Bulldog, Goblin & Bean
Appearance . . . .British Punks

GAUCHOS

Leader . . . . . .None
Rival Gang . . . .Daredevils
Turf . . . . . .Lava Falls Airport
Vehicles . . . . . .Brahma, Señor & Tub
Appearance . . . .Cowboy Gangsters

SECTION EIGHTS

Leader . . . . . .General Warwick
Rival Gang . . . .Talons
Turf . . . . . .Reach Around Inn
Vehicles . . . . . .Ese, Thunder & Vault
Appearance . . . .Military Uniforms

TALONS

Leader . . . . . .Grim
Rival Gang . . . .Section Eights
Turf . . . . . .Aloha Drive-In Theater
Vehicles . . . . . .Burner, Drifter & Sanford
Appearance . . . .Bare-chested with Tattoos

SOUTH LEAGUE

Leader . . . . . .Coach Knox
Rival Gang . . . .Dreg Lords
Turf . . . . . .Paradise City Football Stadium
Vehicles . . . . . .Fireball, Brady & Juice
Appearance . . . .Football Players

DREG LORDS

Leader . . . . . .Sage
Rival Gang . . . .South League
Turf . . . . . .Paradise City Mall
Vehicles . . . . . .Rattail, Junky & Lizard
Appearance . . . .Painted Skeletons

SENTINELS

Leader . . . . . .Axl
Rival Gangs . . .All Gangs
Turf . . . . . .Paradise City Police Dept.
Vehicles . . . . . .LawDog, Stalker,
Bruiser & Gauntlet
Appearance . . . .Police Uniforms

RoadKill Vehicles

Here are some of the vehicles in RoadKill. Number ratings in the three categories range from "0" (low) to 100 (high).

Bagger

Top Speed = 45
Health = 60
Acceleration = 85

Bean

Top Speed = 85
Health = 45
Acceleration = 85

Brady

Top Speed = 85
Health = 50
Acceleration = 55

Brahma

Top Speed = 50
Health = 65
Acceleration = 65

Bruiser

Top Speed = 30
Health = 95
Acceleration = 55

Bulldog

Top Speed = 60
Health = 60
Acceleration = 55

Burner

Top Speed = 90
Health = 55
Acceleration = 55

Cajones

Top Speed = 50
Health = 60
Acceleration = 60

Drifter

Top Speed = 95
Health = 55
Acceleration = 50

Ese

Top Speed = 50
Health = 55
Acceleration = 90

Fang

Top Speed = ?
Health = ?
Acceleration = ?

Fireball

Top Speed = 90
Health = 50
Acceleration = 55

? = Blueprint Vehicle

ROADKILL VEHICLES

GOBLIN

Top Speed = 90
Health = 30
Acceleration = 100

GRINDER

Top Speed = ?
Health = ?
Acceleration = ?

JUICE

Top Speed = 45
Health = 65
Acceleration = 95

LAWDOG

Top Speed = 90
Health = 30
Acceleration = 95

LIZARD

Top Speed = 65
Health = 45
Acceleration = 85

MERCENARY

Top Speed = 50
Health = 65
Acceleration = 75

MONSTER

Top Speed = ?
Health = ?
Acceleration = ?

MULLET

Top Speed = 75
Health = 55
Acceleration = 45

OFFROAD

Top Speed = 55
Health = 50
Acceleration = 60

OMEGA

Top Speed = ?
Health = ?
Acceleration = ?

PIÑATA

Top Speed = 95
Health = 40
Acceleration = 95

PRIMER

Top Speed = ?
Health = ?
Acceleration = ?

PUMPKIN

Top Speed = 60
Health = 50
Acceleration = 70

RATTAIL

Top Speed = 80
Health = 30
Acceleration = 80

? = Blueprint Vehicle

ROADKILL VEHICLES

RAY

Top Speed = ?
Health = ?
Acceleration = ?

RAZOR

Top Speed = ?
Health = ?
Acceleration = ?

RIGG

Top Speed = ?
Health = ?
Acceleration = ?

SANFORD

Top Speed = 55
Health = 80
Acceleration = 40

SEÑOR

Top Speed = 65
Health = 40
Acceleration = 75

SHAG

Top Speed = 60
Health = 70
Acceleration = 50

STALKER

Top Speed = 95
Health = 30
Acceleration = 100

STUMP

Top Speed = 100
Health = 20
Acceleration = 100

STV

Top Speed = 55
Health = 75
Acceleration = 30

THUNDER

Top Speed = 95
Health = 60
Acceleration = 60

TORNADO

Top Speed = 70
Health = 70
Acceleration = 50

TUB

Top Speed = 50
Health = 90
Acceleration = 45

VAULT

Top Speed = 50
Health = 80
Acceleration = 50

? = Blueprint Vehicle

MINI GAMES

As you explore "The World of RoadKill" you will come across Mini Games & Side Missions that award cash and prizes.

RIOT

When this icon is picked up you are immediately thrown in to full "RIOT" and must survive for as long as possible against a timer. Each time you activate the mini game you have a chance to beat your old record. The game ends when you are killed or you fall out of Riot Mode.

IMPALE

Picking up this icon starts a mini game in which you must impale a certain number of pedestrians on the front of your car within a specified amount of time.

PACKAGE PICKUP

When you activate this mini game you are given a package and a destination to deliver the package. Each time you deliver a package you must find and pick-up a new package and then deliver it to increase your time limit. As you deliver more and more packages you gain cash rewards that increase in value for each delivery that you make.

KILLING SPREE

Activating this mini game locks you into using a certain weapon to kill a specified number of pedestrians or vehicles within a time limit. The different weapons used in this mini game are the sniper rifle, flamethrower, scatter gun and air strike.

SIDE MISSIONS

Win many rewards by competing in:

SUICIDE: Prevent the suicide attackers from destroying you.

STUNT: Jump through all the checkpoints in a given amount of time.

BGM: Guide the rocket and destroy the highlighted objectives.

RACE: Compete against 3 oppenents as you race around the city.

SNIPER: Drive to various locations and snipe enemy objectives.

MIDWAY HOME ENTERTAINMENT

PRODUCTION

Producer ..... Jeremy Airey
Associate Producers ..... Darren Walker & Matt Vella
RoadKill Concept ..... Jeremy Airey & Darren Walker
Art Director ..... Craig Rundels

CREATIVE SERVICES

VP Creative Services ..... Debbie Austin
Dir. Creative Services/Manual ..... Jon Mongelluzzo
Project Manager ..... Sally Nichols
Creative Designer ..... Stefano Dalu
Assets Manager ..... Rare Macapayag

QUALITY ASSURANCE

Quality Assurance Director ..... Paul Sterngold
Quality Assurance Manager ..... Rob Sablan
Quality Assurance Supervisor ..... Eric Narvaez
Database Administrator ..... Michelle Savoie
Lead Analysts ..... Jake Rosewall-Gallagher & Matt Jenkins
Technical Analysts ..... Ron Salleza, Adrian Castaneda & Daniel Kit
Quality Assurance ..... John Tajuna, Rick Waibel, Saleem Crawford, Amber Mitchell, Michelle Pike, John Ryan, Leroy Butler, Jimmy Story & Steve Togami

MARKETING

Sr. VP, Publishing ..... Mark Beaumont
VP, Marketing ..... Helene Sheeler
Dir., Entertainment Marketing ..... Lawrence Smith
Product Manager ..... Patrick Dillon
Marketing Coordinator ..... May Cam
Dir, Channel Marketing ..... Christa Wittenberg
Channel Marketing Coordinator ..... Echo Storch
VP, Licensing ..... Steve Booth
Dir, PR and Promotions ..... Marci Ditter
Sr. PR Manager ..... Marc Franklin
PR Manager ..... Aaron Grant
Internet Manager ..... Dawson Vosburg

LEGAL

Mike Burke, Rob Gustafson & Gerry Sweeney

BUSINESS DEVELOPMENT

Lee Jacobson

SPECIAL THANKS TO:

Neil Nicastro, Ken Fedesna, Steve Crane, David Zucker, Michael Abbot, Serena Chan, Che-Yuan Wang, Paul Lefeve, Eric Hart, Hedy Jardine, Sheila Julaton, Devin Shatsky, Bill Tiller & David Whitman, Maissa Dauriac, Christa Woss, Beth Smukowski, Jack O'Neall, Michael Crawford, Melani Windham, Doris Lynch, Brad Johnson, Pamela McCrory, Margo Cook, Cory Jones & Ann Denton

EXTRA SPECIAL THANKS TO:

Janelle Walker, Roshann Chahidi, Rayna, Sharon Airey, Scott Pockat, Robert Paul Caudill III & Brett Cline.

Credits

Terminal Reality

Producer ..... John O'Keefe
Lead Designer ..... Clint Bogue
Lead Programmer ..... Allen Bogue
Senior Programmer ..... Chris Bream
Programmers ..... Seth Hawkins, John Marzulli & Paul Russell
Technical Director ..... Mark Randel
Lead Artist ..... Adam Norton
Artists ..... Tomas Gonzalez, Ally Kates, Grant Gosler, Travell McEntyre, Jared Morton & Jason Sussman
Scripting ..... David Glasscock
Music, Sound Director & Sound Design ..... Kyle B. Richards
Sound Design ..... Holt Boggs & Matt Piersall
Head Comedic Writing ..... Mark Orvik
Additional Comedic Writing ..... Josh Martin, Christopher Robin Sabat Dameon Clarke & Phillip Wilburn
Comedic Improv ..... Section 8 Comedy (Section8comedy.com), Mark Orvik, Josh Martin, Chris Raeger, Chad Cline, Phillip Wilburn & Dameon Clarke
Talk Radio Personalities ..... Gear Talk, Mark Orvik as "Frank", Josh Martin as "Vinny"
Love Talk ..... Laura Bailey as "Kimberly" David Strough as "Blake Sassy"
Political Talk Radio Show ..... Phillip Wilburn
Voice Actors ..... Mark Orvik, Dameon Clarke, Christopher Robin Sabat, Laura Bailey, Josh Martin, Phillip Wilburn, David Stroh, King Hollis, Chad Cline, Chris Reager, Holt Boggs, Patrick Amos, Andrew Chandler, Danny McMann, Georgia Foy, Parisa Fakhri, Allan Peck, Liz Mikel, Iman Nazemzadeh, Laurie Steele, Ric Spiegel, Sam Williamson, Rachel Wooley, Grant James, Juli Erickson, Big Keeff, Ken Kelly, Jason Sussmen & Cole Brown
Original Music ..... Kyle Richards, Matt Piersall
Product Manager ..... Paul Eckstein
QA Supervisor ..... Tatum Tippett
Beta Testers ..... Al Goss, Kris Wright, Peter DeFrank & Brent Slocum
Additional Work ..... Marvin Duoma, Brad Garneau, Scott March, Kiu Pau, Nathan Rausch, Brian Stevens, Jeff Wilkinson & Daniel Young
Vice President ..... Brett Evan Russell
Accounting ..... Maricor Gardner
Office Manager ..... Marilyn Webb
Human Resources ..... Kim Kephart
Very Special Thanks ..... Julie-Anne, Pierce O'Keefe, Bailey, Mellissa Stanfield, Lisa Wackerly, The Bogues, Angie Sartori & Erica Caseras
Special Thanks ..... Angela, Mason & Max Orvik, Kim, Autumn, Raven, Skye, Kim Trusty (Mary Collins Agency), Suzanne Horne, King Hollis, Dameon Clarke, Grifter Records, Powerhouse Records, Al Goss for walking the criminals
Extra Special Thanks ..... J-Dog and Sqwalk for sticking up for the underdogs and believing in the vision. C8-H10-N4-O2

ACT3ANIMATION TEAM

ROADKILL MOVIES

Creative Director ..... Mike Hollands
Director/Editor ..... Dan Hartney
Producer ..... Thomas Schober
Assistant Producer ..... Elle Tosolini
Production Manager ..... Jimmi Kalgiratos
Senior Animators ..... Peter Leary, Jordan Walsh & Orlando Meunie
Animator/Modeler ..... Steve Gray
Animators ..... Dean Elliott, Shane Hall, Ben Bryan, & Ben Tiefholz
Senior Lip Sync Animator ..... Chris Gray
Lip Sync Animators ..... Dan Fotheringham & JJ Garcia
Texture Artist ..... Greg Cooper
Senior Compositor ..... Rosie Adams
Compositor ..... Michaela Danby
Storyboards ..... Hamish McClean
Sound FX Designer ..... Marshall Parker

THE MUSIC ON FUOK 102.3

"Last to Fall"
Written by SlickMowf. Produced by Spliff HeadROC

"Dope Man"
Written by Rum. Engineered by Dell

"Bitch"
Written and Produced by Rum. Additional vocals by Clint Wilkinson.

"We Don't Play"
Written by Blackass Wayne, Big D, Big Mark. Produced by ALIENZ
Executive Producer, WORLD FAME

"Don't Want It"
Written by Ticket Slim & C-pone. Produced by ALIENZ. Executive Producer, WORLD FAME

"Stick up Anthem"
Written and Produced by Spliff HeadROC

"Rules of the Game"
Written by SlickMowf. Produced by Spliff HeadROC

"Move S.O.B."
Written by Rum. Produced by Dub (Young Hustlers)

"Snap Your Neck"
Written by Massive. Produced by Spliff HeadROC

"Main Thang"
Written by Big C. Produced by ALIENZ. Executive Producer, WORLD FAME

"Spit Fire"
Written by Blackass Wayne, Dirty Red, Ticket Slim. Produced by ALIENZ
Executive Producer, WORLD FAME

"I Don't Know"
Written and Produced by Rum. Featuring TRI.

"Put Your Hand Up"
Written by Starbuxx, The Slumpmasters, and Taboris Bland. Produced by Massive and Starbuxx

"Shake It"
Written by Rum, Clint, & Ralo. Produced by Rum.

"No Betta"
Written by Slumpmastrs. Produced by Starbuxx

"Dreg Lords"
Written by Dirty Red & Jah born. Produced by ALIENZ. Executive Producer, WORLD FAME

Track Consultants ..... SlickMowf & Spliff HeadROC

THE MUSIC ON QQQQ 69.3

"Jessie's Girl"
Words and Music by Rick Springfield
© 1981 Universal - Songs of Polygram International, Inc.
Performed by Rick Springfield
Courtesy of The RCA Records Label, a unit of BMG
Under license from BMG Film & TV Music

"(Don't Fear) The Reaper"
Donald Roeser (Ascap) 100%
Sony/ATV Tunes LLC (Ascap) 100%
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Performed by Blue Oyster Cult
Courtesy of Epic Records
By arrangement with Sony Music Licensing

"Burnin' for You"
Donald Roeser (ASCAP) 50%
Richard Meltzer (ASCAP) 50%
Sony/ATV Tunes LLC (ASCAP) 100%
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(Dave Peverett)
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Performed by Foghat
Courtesy of Bearsville Records
By arrangement with Warner Strategic Marketing
℗ 1975 Bearsville Records
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"WHEN I NEED YOU"
(Carole Bayer Sager, Albert Hammond)
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Music Of Windswept (ASCAP)
On Behalf Of Albert Hammond Music
Performed By Leo Sayer
Courtesy Of Rhino Entertainment Company
By Arrangement With Warner Strategic Marketing Inc.
℗ 1976 Rhino Entertainment Company

"Redline To Your Heart"
Writer: C. Appice, D. Philips
Publisher Bianic Music (ASCAP)
Performed By King Kobra
Produced By Carmine Appice For Bianic Music

"Street Machine"
Writer: C. Appice, D. Philips
Publisher Bianic Music (ASCAP)
Performed By King Kobra
Produced By Carmine Appice For Bianic Music

"ROCK ME"
(Mark Kendall, Jack Russell, Michael Lardie, Alan Niven)
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Sony ATV Tunes LLC (ASCAP)
Performed by Great White
Courtesy of Capitol Records
Under License from EMI Film & Television Music

"HEADING OUT TO THE HIGHWAY"
by Rob Halford, K.K. Downing and Glenn Tipton
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Performed by Judas Priest
Courtesy of Columbia Records/Sony Music Entertainment (UK) Ltd.
By arrangement with Sony Music Licensing

"Hot Blooded"
Words & Music by Mick Jones and Lou Gramm
© 1980 Somerset Songs Publishing, Inc.
Performed by Foreigner
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Strategic Marketing
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www.foreigneronline.com

"Waiting For A Girl Like You"
Words & Music by Mick Jones and Lou Gramm
© 1981 Somerset Songs Publishing, Inc.
Performed by Foreigner
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"I Like to Rock"
Words and Music by Myles Goodwyn
Published by Northern Goody Two Tunes
Performed by April Wine
Courtesy of Capitol Records
Under License from EMI Film & Television Music
April Wine Appears Courtesy of Aquarius Records Ltd.

"Sign of the Gypsy Queen"
Written by Lorence Hud
Irving Music of Canada (SOCAN)
Performed by April Wine
Courtesy of Capitol Records
Under License from EMI Film & Television Music
April Wine Appears Courtesy of Aquarius Records Ltd.

"YOU'VE GOT ANOTHER THING COMIN'"
Words and Music by Glenn Tipton, Rob Halford and K.K. Downing
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The Music on Wild 66.6

"Metal Storm"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"The Crusher"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman, Guitar solo by Lee Wertman
Recorded and mixed at Wonderland Studios Lancaster, California

"We Rock"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and REVVED Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"100 Miles of Bad Road"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Road Kill"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"The Rot"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Blister Canyon"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Death Match"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Drive To Survive"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Highway Hunter"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

Credits

"No Man's Land"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Killers Unite"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Python"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"Sand City"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"The Ballad of Ethan Cain"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman, guitar solo by Sean Carter
Recorded and mixed at Wonderland Studios Lancaster, California

"Paradise City"
Written by Michael S. Kreple and Richard Meijer, Lyrics Brian Chapman
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Brian Chapman
Recorded and mixed at Wonderland Studios Lancaster, California

"New World Order"
Written by Michael S. Kreple and Richard Meijer, Lyrics David Kitchens
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and David Kitchens
Recorded and mixed at Wonderland Studios Lancaster, California

"Mercenaries"
Written by Michael S. Kreple and Richard Meijer, Lyrics David Kitchens
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and David Kitchens
Recorded and mixed at Wonderland Studios Lancaster, California

"Straight to Hell"
Written by Michael S. Kreple and Richard Meijer
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Tommy Kilzer, guitar solo by Sean Carter
Recorded and mixed at Wonderland Studios Lancaster, California

"Wasteland"
Written by Michael S. Kreple and Richard Meijer
Produced by The Fuzz Brothers (Michael S. Kreple and Richard Meijer)
Published by Madisongs Worldwide Music and Revved Right Up Music
Performed by The Fuzz Brothers and Tommy Kilzer
Recorded and mixed at Wonderland Studios Lancaster, California

---

Original Compositions by . . . . .The Fuzz Brothers, Michael S. Kreple & Richard Meijer
Additional Musicians . . . . . .Sean Carter, Brian Chapman, Tommy Kilzer, David Kitchens & Lee Wertman

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PlayStation 2

RATING PENDING

RP

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Email: support@midway.com

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COMING 2004

MIDWAY

MATURE 17+

M

CONTENT RATED BY ESRB

Blood and Gore
Intense Violence
Strong Language

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PlayStation.2